


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
AGGRESSIVE IF NV, SOUND IF VUL.		Lead	in Partner's Suit		
RESP: NEW SUIT= NF, NEW SUIT JUMP= F1, CUE= F	Suit	low=HON; MUD; Top sequence	same		
JUMP CUE= MAX INV IN SUIT + 4 CARDS FIT, NT= NAT.	NT	4th; Top sequence; 2 <sup>nd</sup> from weak	top if doubleton or MUD		
RAISE= NAT; JUMP RAISE = PREEMPT.	Subseq	lead directing; ATT			
	Other:	Lead directing DBL			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2ND=15-17 + STOPPER	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
4TH=11-15 PTS, 1NT-2♠-2♥/♣/♦/2NT = Staymen and Transfers	Ace	AKx(+); Ax(+)	AKJ10(+) asks UB or CT		5 CARD MAJOR, ♦ BY 4, ♠ BY 2, INVERTED MINOR, BAD RAISE, GOOD RAISE
	King	AK; KQx(+)	KQx(+); KQJ(x+); asks ATT; KQ10(+) UB		LEBENSCHL; SPLINTER; WEAK JUMP; WEAK 2D/H/S
	Queen	QJ; QJx(+)	QJ10x(+); QJ9x(x+)		NON PROMISSARY STAYMEN, TRANSFER, PUPPET STAYMEN, MICHAELS, CAPPELITTI
	Jack	J10x(x+); KJ10x(x+)	J10x(x+); KJ10x(x+)		3RD SUIT = SHOWING, 4TH SUIT = ASKING + GF
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109(x+); H109(+)	109; 109x(+); H109x(+)		UNASSUMING CUE BIDS = ask strength of overcall; fit showing
1-Suit: NON VUL= PREEMPT, VUL= SOUND.	9	9x			1NT Openings: 15-17 BAL. / SEMI BAL
2-Suit:	Hi-x	Sx; HxSx; HxSxx	xSx		2 OVER 1 Responses: 10+ HCP
	Lo-x	HxS; HxxxS; xSxx	xSxx; HxxS(x)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: NATURAL	SIGNALS IN ORDER OF PRIORITY				1♠-1NT=10-11PTS, 1♠-2NT= GOOD RAISE, 1♠-3♠=PREEMPT
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♠= 22+ PTS OR 3.5 LOSERS.
1♠-2♠ + 1♦-2♦= MAJORS.	Suit:1st	ACE =ATT; K=COUNT	Generally COUNT	Suit preference or neutral	2d 2h 2s weak
DIRECT CUE= 2 HIGHER UNBID SUITS	2nd	ACE =ATT; K=COUNT	Generally COUNT	Suit preference or neutral	
2NT=HIGHER+LOWER UNBID SUIT, 3♠= 2 LOWER UNBID SUIT.	3rd	ACE =ATT; K=COUNT	Generally COUNT	Suit preference or neutral	3ANY= PREEMPT
JUMP CUE: STOP ASKING	NT: 1st	ACE =ATT; K=COUNT	Generally COUNT	Suit preference or neutral	3NT = GAMBLING
VS. NT(vs. Strong/Weak; Reopening; PH)	2nd	ACE =ATT; K=COUNT	Generally COUNT	Suit preference or neutral	4♣ / ♦/ ♥/♠ = PREEMPT.
DBL=PEN 15+ HCP	3rd	ACE =ATT; K=COUNT	Generally COUNT	Suit preference or neutral	MICHEALS: 1♠-2♠ + 1♦-2♦= MAJORS, 1ANY-2NT= HIGHEST+LOWEST, 1ANY-3♠=2 LOWEST.
2C: Single suit 5+ cards 12-14 HCP	Signals (including Trumps): Lavinthal= high higher suit; low lower suit;				LEBENSCHL AFTER 2-LEVEL OVERCALL OF 1NT.
2D: Both majors 5+4 cards or better, then P bids best suit;	middle card = neutral; shortage in dummy shift indication				NEGATIVE DOUBLES THRU 3♠
2H: Two suit hand generally 5 card H & 5 card minor					
2S: Two suit hand generally 5 card S & 5 card minor	DOUBLES				
2NT: Both minors; then 3C or 3D RESP best m	TAKEOUT DOUBLES (Style;Responses;Reopening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape				
DBL=T/O thru 4S; 4NT: over 4H=C+D; over 4S DBL= any 2 suiter	Reopening doubles;				
4 level CUE over 3C/D preempt=H+S good hand	Negative doubles				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1C/D then 2C/D =Majors	NEG DBL thru to 3S				
NAT	After 1m-(1H)-DBL=suggests 4 card S; After 1m-(1S)-DBL=suggests 4 card H, 8+HCP				IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE
	Redouble: 8+ HCP and generally no support for partner's suit				
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit=NF at 1 level; JUMP raise=stronger invites					Psychics: RARE
Redouble: 10+ HCP and generally no support for partner's suit, or					
11+ HCP with fit for partner - on next round show by Unassuming C					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4M	13+ PTS; BAL or UNBAL	1♦♥/♠ 6-7 PTS, 1NT=11 PTS BAL OR SEMI BAL		
					2CL NATURAL INVERTED (stronger)		
					2NT= 11+ PTS, 3♣ = WEAK RAISE		
					3NT = TO PLAY.		
1D		4	4M	13+ PTS; BAL or UNBAL	1♥/♠ 6-7 PTS, 1NT= 6-9 PTS BAL OR SEMI BAL		
					2♦= NATURAL INVERTED (stronger)		
					2NT= 11+ PTS, 3♦=WEAK RAISE		
					3NT = TO PLAY.		
1H/S		5	4H	11+ PTS; BAL or UNBAL	(1S NATURAL over 1H) 2H/S 6/10 POINT WITH 3/4 CARD		
					2NT=11+ PTS, 3♥/♠= INVITES (FIT), 4♣/♦/♥/3♠ SPLITER + 4FIT		
1 NT				BAL or SEMI BAL 15-17 PTS	2♣= NON PROMISARY STAYMAN	Over reply 2NT = 8/9 HCP; over 2H 2S=4 8/9PTS	
					2♦♥/♠/NT= TRANSFER, 3NT= TO PLAY		
2C	X			23+ PTS ANY DISTRIBUTION	2♦=0-3 HCP, 2♥= 3-6 NCP, 2♠ = 6-8 HCP, 2NT= Stronger		
2D		6		6-10 HCP 6 card D	RAISE IS NATURAL 2NT FORCING	Over 2NT 3♣ low pts poor suit; 3♦ low pts good suit; 3♥ good pts poor suit; 3♠ good pts & suit	
2H		6		6-10 HCP WITH 6H	RAISE IS NATURAL 2NT FORCING		
2S		6		6-10 HCP WITH 6S	RAISE IS NATURAL 2NT FORCING		
2 NT		2		20-22 HCP BAL or SEMI BAL	3♠=P.S., 3♦♥=TRF ♥/♠, 3♣= TRFm, 3NT=5♠+4♥	Over 3♣ then 3♦ 1 or 2 4C Major; 3♥/♠ 5 card, 3NT no 4 or 5 card major After 3♦ then 3♥/♠ shows other major; 4♦ both M	
3C		7		6-10 HCP PREMPT	ANY=NAT. NF, 4NT=RKCB.		
3D/H/S		7		6-10 HCP PREMPT	ANY=NAT. NF, 4NT=RKCB.		
3NT		7+		GAMBLING SOLID MINOR	4-5♠/♦=P/C, ANY IS TO PLAY, 4NT=RKCB.		
4C		8		8 CL	4♥=TO PLAY, 4♦=SLAM INTEREST, 4NT=RKCB.		
4D		8		8 D	4♠=TO PLAY, 4♥=SLAM INTEREST, 4NT=RKCB.		
4H/S		8		TO PLAY	4NT=RKCB.		
4NT	X	0		2 SUITED HAND IN MINORS 6-5	5♠/♦= TO PLAY		
						High Level Bidding	
5C/D/H/S		9		TO PLAY		RKBC 5♠ = 0 or 3; 5♦ = 1or 4; 5♥ = 2 or 5; 5♣ = 2 or 5 +Q	
5NT	X	0		2 SUITED HAND IN MINORS 6-5	6♠/♦= TO PLAY		